If you are using a printed copy of this procedure, and not the on-screen version, then you <u>MUST</u> make sure the dates at the bottom of the printed copy and the on-screen version match.

The on-screen version of the Collider-Accelerator Department Procedure is the Official Version.

Hard copies of all signed, official, C-A Operating Procedures are kept on file in the C-A ESHQ

Training Office, Bldg. 911A.

C-A OPERATIONS PROCEDURES MANUAL

ATTACHMENT

4.56.bd BAF Experimental Area (Z1) Sweep Checklist

C-A	-OPM Procedures in v	which this Attachment is	used.
4.5	56		
	<u>Hand Pro</u>	ocessed Changes	
PC No.	<u>Date</u>	Page Nos.	<u>Initials</u>

Approved: _	<u>Signature on File</u>	
	Collider-Accelerator Department Chairman	Date

P. Ingrassia

BAF EXPERIMENTAL AREA (Z1) SWEEP CHECKLIST

(Team le	eader)(Operator 2)
Time:	Date:
	Warning:
	by personnel are encountered during the sweep, THEN determine whether their work will be ed in a short time. IF the work will take a long time, THEN contact the OC to see if the sweep should be aborted.
<u>Prerequi</u>	
• B	Two persons to perform the sweep, BAF Experimental Area Sweep Checklist for C-A-OPM-ATT 4.56.bd (one sheet) TLD
• K	Keys: Sweep/Reset (EB021) key, Controlled Access (CA) (EB020) key, and Sweep/Reset (EB023) Key.
• E	BAF Experimental Area set to Controlled Access.
Check	
1.	Team Leader contacts MCR to verify that BAF experimental area is on Controlled Access.
2.	Sweep Team goes to BAF experimental area gate (BGE1) – building 958.
3.	Team Leader looks in office adjacent to BGE1 to see if beam dump shutter is closed. IF the shutter is not closed then Team Leader closes it
4.	Team Leader requests simultaneous release from MCR.
5.	Team Leader opens BGE1 gate turning the CA(EB020) key clockwise, in the OPEN keyswitch.
6.	Sweep Team enters the gate and closes the door behind.
7.	Sweep Team walks down the labyrinth to the place where the labyrinth joins the experimental area.
8.	Operator two stands static watch at the mouth of the labyrinth.
9.	Team Leader walks to BGI1 gate and resets the gate by turning the S/R(EB023) key in the RESET key switch on the BGI1 gate box.
10.	Team Leader observes the Gate Reset Lamp Light
11	Team Leader walks around the far side of the experimental area opposite from BGI1 (beam right).
12.	Team Leader starts the sweep by resetting the check station 1CS1 with the S/R (EB021) key in the SWEEP key switch.
13.	Observe the amber AREA SECURED light will be lit for 2 seconds.
14.	Team Leader sweeps upstream to the east wall.
15.	Team Leader resets the check station 1CS2 with the S/R(EB021) key in the SWEEP key switch.
16.	Team Leader observes the amber AREA SECURED light will be lit for 2 seconds.
17.	Team Leader sweeps out from behind the experimental target area and joins Operator 2.

CONTINUED ON REVERSE SIDE

18.	Sweep Team sweeps out of the enclosure and up the labyrinth to gate BGE1.
19.	Team Leader ends sweep by resetting check station 1CS3 (BGE1-I box) with the S/R(EB021) key in the SWEEP key switch.
20.	Observe the amber AREA SECURED light will be lit.
21.	Team Leader requests simultaneous release from MCR.
22.	Sweep Team sweeps out BGE1.
23.	Team Leader resets the BGE1 gate at the BGE1 gate box by turning the S/R(EB021) key in the RESET key-switch.
24.	Observe the GATE RESET light will be lit and remain on.
25.	Observe the amber AREA SECURED light will be lit and remain on.
26.	Team Leader verifies with operator in MCR that zone is swept and gate reset.
27.	Team Leader files completed checklist in Completed Sweep Log binder.